```
Audio::SourceListener

+ attach
+ play
+ update
# events

+ wantAttachEvents()
+ wantPlayEvents()
+ wantUpdateEvents()
+ onPreAttach()
+ onPostAttach()
+ onUpdate()
+ onPrePlay()
+ onPostPlay()
+ onEndOfStream()
# SourceListener()
```

```
Audio::UpdateSourceListener

+ UpdateSourceListener()
+ onPreAttach()
+ onPostAttach()
+ onPrePlay()
+ onPostPlay()
+ onEndOfStream()
```

```
Audio::Test::EngParticle
Listener

+ time

+ EngParticleListener()
+ computePosition()
+ computeVelocity()
+ onUpdate()
```